

But remember that it is the Lord your God who gives you the power to gain wealth, in order to confirm His covenant that He swore to your fathers even to this day.

Deuteronomy 8:18

Shall we.... Introduce to you **The Company Play Store™**.

letsplaystore.org

The Company
Play Store™

Introduction

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What we do
How we do it



Body

Why Simon
Property Group, Inc



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The Company Play Store

The Company Play Store™ is a retail department store that aims to teach students (K-12) about money and finances by creating a store experience in malls across the county.

Why Simon Properties

“Simon Property Group, Inc. is an American real estate investment trust that invest in shopping mall, outlet centers and community and lifestyle centers. It is the largest owner of shopping mall in the United States and is headquartered in Indianapolis, Indiana. Worldwide, it owns properties comprising approximately 241,000,000 square feet of gross leasable area in North America and Asia.”

Wikipedia

Simon Property Group Inc. will help PLAY with proof of concept and eventually become a key player.

Prerequisites

The Company Play Store (PLAY) is open when school is closed. This includes weekend and Summers. Weekday hours are 2-8p; Weekends & Summers hours are 11a-8p

PLAY is closed for 14 days throughout the year Winter Break and Spring Break

Students ages 5-12 learn/shop at PLAY under parent supervision. Students ages 13-17 learn/work at PLAY under adult staff supervision.

Play money with value is use to Shop. Play money with value is used as change. The change feature the logo of the participating partner.

Everyone plays. Everyone wins.

The Bottom Line

Proof on Concept

Use of one Department Store

50,000 square feet

Lease cost @ \$125,000 per month

Store Maintenance Costs @ \$31,250
per month

Total Monthly Occupancy Costs:

\$156,250 for one store

Annual Costs \$1,875,000

Costs for 10 Stores \$18,750,000

Proof of Concept cont'

50,000 sq. Ft. per store

Each shopper occupies 35 sq. ft.

$50,000 / 35 = 1,429$

Store can accommodate 1,429 at a time.

Opportunity for a store : assuming 20% of the visitors
will make a purchase at an average sale of \$50

$20\% \times 1,429 = 286$ purchasers

$286 \times \$50 = \$14,300$ per day

For a year = $\$14,300 \times 350$ days = \$5,005,000

Comparing to \$10,000 annual participation fee

Each \$1 will have a \$500 return

How much money will be made at
the mall (assuming 10 stores in the mall)

Open at most 350 days per year

$350 \times \$14,300$

is

\$5,005,000 per year per store

10 stores = \$5,005,000

Frequently Asked Questions

Q What makes your team suited for this business?

A. We have a team of experts in the following areas: Legal, Information Technology, Human Resources, Interior Design, Real Estate, Curriculum Development, Clerical, Financial Analysis, Emergency Management, Graphic Designer, Editor, Accountants, Marketing, Financial Analysis, Advertisement & Commercials, Consultants.

Q. Who are your competitors?

B. According to US Patent Nunamaker (US Patent No: US 8,882,509 B1) is our competitor.

Frequently Asked Questions

Q. How will you fund your business?

A. Investors, Government Funding, School Districts, Suppliers, Memberships, Donations, Promissory Notes, Financial Institutions, Patent Investors, Sponsors, Colleges, etc.

Q. How fast can you grow your business?

A. The startup period is 1 year.

Q. How are you going to get the word out?

A. Television commercials, social media Platforms, flyers, text messages, printed media (including Forbes), word of mouths, and mail.

Frequently Asked Questions

Q. What markets are you serving?

A. Everyone plays. Everyone wins. Literally everyone.

Q. Who can play the game?

A. The Company Play Store is a real-life shopping mall experience where students ages 5-12 shop (purchase real items that they really need or want) at PLAY under parent supervision, while students ages 13-17 work at PLAY (a real store in a real mall (Brick & Mortar) with PLAY money which has real value. PLAY money is earned through academic achievement (money and finance related), points via video gaming, school and/or through purchasing play money with real money or Bitcoins. You have to be a member to play The Company Play Store Game. There is a fee for membership.

Frequently Asked Questions

Answer Continued

The Company Play Store™ has world application where partners through all types of mediums participate in PLAY. The reason this GAME is unique is because it is a real-life experience previous enjoyed by young and elder children. Everyone can play a game while young children learn about money and finances and businesses can obtain lifelong customers. The parents and the school district contribute to this money learning experience which is not a facsimile or a pretend item signifying a value. You would have to play the game for a very long time to save enough money in the bank to buy a house. It would not be in student's best interest to partner with PLAY with the intent to save money to purchase a "home" without starting a bank account to save. This concept would be taught in the financial literacy training age appropriately. Although the Nunamaker experience may be fun, the PLAY experience is not a mockery of "Life Happens", it actually happens and it is FUN.

Frequently Asked Questions

Q. How do the kids get play money?

A. The financial literacy curriculum is offered at PLAY (the store), online, in the real classroom in the real school building, and at home with the parent. One way children earn play money is by completing financial literacy training by way one of the said modalities. Another way PLAY money can be obtained is by purchasing limited amounts of play money, other ways are by gaining through membership and sponsorships, and/or video gaming.

R. How will the supplier benefit?

A. Participating business who chooses to partner with PLAY are real business, institutions (financial, educational) and others are solicited via marketing and advertisement by audio or visual mediums. Through their participation Play money is created and return as change when students make purchases of real items at PLAY. This change is credited as purchases at the participating business members location.

The students/children who shop or work at PLAY receive change or pay for their purchases or labor. The children receive change or pay with participating members (businesses) PLAY money that has real value. These participating business or institutions also pay real money to purchase PLAY money to PLAY. This PLAY money from members can be redeemed at the participant business member (SUPPLIER) which establishes a lifelong customer. e.g.: Student who receive change/pay with a financial institution may open a student bank account (and save for college) or make a deposit into their own real bank account which is in the real bank.

IN GOD WE TRUST